

DISKOVERY

READING
WORKS

FEATURING
SPECIAL ANIMATED
GRAPHICS
Ages 6 to 12

Two activities to teach reading.



Atari 400 , 600 or 800 32K
Joystick optional
Commodore 64

• Programs will vary slightly between computers •
International Publishing & Software Inc.

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LEARNING TO READ THE **DISCOVERY** WAY!

The activities in TIME ZONE are designed for children to have fun and to become better readers. TIME ZONE develops reading vocabulary with the children. Many of the words are easy to read and contain common, easy to sound-out spelling patterns. Words that have irregular spelling patterns can be figured out using the clues in the pictures. These words are repeated many times.

The activities are easy to play but constantly challenging for the child. And each task is easily accomplished by simple joystick movements — well within the ability of small hands!

TIME ZONE is a set of non-competitive activities. The children learn at their own relaxed, enjoyable pace. No time limits! No scores! Just success and learning.

Mistakes are not rewarded, but they do not cause disastrous effects. Good thinking and correct actions have positive, rewarding outcomes. Children can play for hours!

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LOADING THE PROGRAM

ATARI 400/600/800

1. Turn off your computer.
2. Put the disk into your disk drive
3. Close the disk drive door.
4. Turn on your disk drive.
5. Turn on the computer.

The program will LOAD and RUN all by itself.

* For MATCH-UP you must have the BASIC cartridge in the computer.

COMMODORE 64

1. Turn on your computer.
2. Turn on your disk drive. Wait for the red light to go out.
3. Put the disk into the disk drive and close the door.
4. Type LOAD "*"8,1
5. Press RETURN

WHAT DO YOU SEE ON THE SCREEN?

When the load is completed, the title screen and menu will appear. If the load is not complete after 2 minutes, power down and try loading again. Choose Activity 1 or 2 by pressing 1 or 2. The computer will start loading the activity. It will take about one minute. A credit screen displaying the names of some of the people who worked on TIME ZONE will appear during loading.

TAKING CARE OF YOUR DISK

1. When you are finished playing, take the disk out of the disk drive.
 2. Handle the disk gently.
 3. Put it back into its sleeve and put it away in the box.
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THE ACTIVITIES

In the first activity, the children must compare a sentence to a picture and decide whether the sentence is TRUE or FALSE. They must read for exact meaning. Changes in the word order changes the meaning of the sentence.

In the next activity, the children look at the picture and complete a sentence to make it true. Each sentence has a blank space. The children choose the correct word(s) to put in the space.

The children learn the exact meaning of each word and how its position in a sentence can change that sentence's meaning.

TIME ZONE focuses on the order of events in time. So often in school sequences of instructions are given.

“Before you go out for recess, finish reading page 24.”

“Make sure you do the multiplication after you perform the operations in the brackets.”

Children must learn the importance of order and understand how it is reflected in words and sentences to cope with complicated messages like those.

Important Skills for Scholastic Success

Order in time is an essential factor in subjects like history, chemistry, music, story telling and writing, spelling and physics. Not only will these subjects call for an ability to remember the order of a number of events, but they will also require that children are able to understand and convey messages about order in time.

The Language of Temporal Relationships

Information about the order of events in time is conveyed both with words and phrases, like BEFORE, AFTER, THEN and FIRST and with word order.

Word Order

Language itself is a series of sounds in time. A sentence is a sequence of words. The order of the words can convey information about the order of events being described. In the following sentences, the order in which the events are mentioned is the same as the order in which the events occurred.

Notice how clear the sequence of events is; you know immediately what happens first:

“After the boy baked cookies, he went outside.”

“The hippo rolled in the mud before she went into the river.”

In other sentences, the events are mentioned in a different order from the one in which they occurred. We must depend on an exact knowledge of the meaning of words like BEFORE, BUT FIRST, AFTER and THEN to figure out which event happened first:

“Elaine juggled apples after she did magic tricks.”

“Before they served the salad, they served the soup.”

Vocabulary

TIME ZONE'S vocabulary is a blend of phonically-regular, easy-to-sound-out words and interesting words that are fun to read even though they use less common spelling patterns. There is enough repetition for children to learn many new words.

HOW TO GIVE AN ANSWER

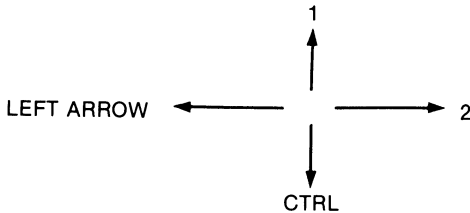
The first task is a short sequence to teach users how to answer. In the top half of the screen, you will see a word and a box. The box is called the FRAME. The frame can be moved up, down, right and left with the joystick.

In the bottom half of the screen, you will see text that instructs you to PUT THE FRAME AROUND THE WORD. Use the joystick to move the frame so the word is entirely inside it. Then press the joystick button.

If the word is properly framed and the joystick button is pressed, a picture will appear to match the word. If the word is not properly framed and the joystick button is pressed, a message will appear instructing you to FRAME THE WORD. Up until the time the joystick button is pressed you will be able to move the box continuously with the joystick. YOU MUST PRESS THE JOYSTICK BUTTON TO GET A RESPONSE FROM THE COMPUTER.

USING THE JOYSTICK OR THE KEYBOARD

This program can be controlled with either the joystick or the keyboard. Four keyboard keys are used to move the FRAME around the screen:



After you have positioned the frame, press the space bar to 'enter' your answer. Use the space bar wherever the joystick button is called for.

THE ACTIVITIES

GOALS:

1. To provide children with an understanding of time relationships.
2. To teach time related words.
3. To focus attention on sequencing in events.
4. To give children practice in remembering the order in which things happened.

In Activity 1, a pair of animated sequences are presented one after the other. Then a sentence appears. Children must remember the animated events and the order in which they happened to answer the question "IS THE SENTENCE TRUE?".

Activity 1 is divided into 2 parts: Part A and Part B. In Part A, the background is a beach scene with a palm tree and a pail.

Usually both events involve the same object or animal and in the second event that object or animal may disappear or explode. So in Part A, it is easy to remember the order and children can concentrate on the reading and the language.

In Part B, the background scene includes a cave and a volcano. Events are randomly paired for each trial. And each event can be presented either first or second, so children have to pay particular attention to the order each time and remember it.

In both parts, the system draws on a pool of 7 different word order types containing 4 prepositional phrases. The system verifies that each child gets the practice he or she needs to really master each of the seven word orders. Children must get two-in-a-row right with each word order type in Part A before Part B is automatically introduced. Children must go through all 7 word order types again getting 2-in-a-row right with each in Part B, before going on to Activity 2.

In Activity 2, a pair of events are shown one at a time. Then a sentence with a blank in it appears. Finally, two words appear below the blank. Children must remember the order of the events and then choose the word that will make the sentence true.

Like Activity 1, Activity 2 is divided into two parts. Part A events take place on a beach scene and have easy to remember orders. In Part B, the background scene includes a cave and a volcano and the events are unrelated and more difficult to remember.

SUGGESTIONS FOR USING THESE ACTIVITIES

Help children remember the order of events by getting them to describe the events as they happen:

An umbrella is opening and now there is lightening.

If children have trouble reading a word, encourage them to think back on what happened and use those clues to figure out the word.

Have children invent a story and draw it comic strip style, with one drawing to represent each picture. Then write sentences about the pictures, using NEXT, AFTER, BEFORE and FIRST.

ABOUT THE AUTHORS

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LEARNING TO READ THE **DISCOVERY** WAY

WHICH CHILDREN CAN LEARN?

Average Child: Discovery games will encourage and support the reading development of the child who is progressing well.

Gifted Child: New vocabulary, new sentence structures, new ideas all presented in animated graphics, let this child move at a fast but enjoyable pace in learning to read.

Slow Reader: For those children learning at a rate different from the school's expectations, Discovery provides the extra practice these children need to learn to read at their own pace.

WHY WILL CHILDREN READ?

Motivation: Exciting graphics, funny and often silly situations, new and different visual combinations work together to motivate the child to read.

Enjoyment: Discovery puts learning and enjoyment together by combining the graphic capabilities of the computer, the fun of the arcade game with the reading skills taught at school.

Arcade Format: The interactive nature of the computer tasks keep the learner in the position of controller and decision maker.

WHAT WILL CHILDREN LEARN?

Reading Skills: Letter recognition, word order, sentence meaning and shape matching are essential skills for good readers.

Vocabulary Enrichment: New and exciting vocabulary is introduced using visual, contextual and pattern clues.

Dimensional Concepts: Spatial relationships, time sequences, order of events, main activity, and object-word connection are taught in the Discovery Reading Works programs.

OTHER READING PROGRAMS IN THE **DISCOVERY** SERIES

THE WORD BIRD: Three games to develop and expand the child's reading vocabulary and spatial concepts. **Ages 6 to 12**

MATCH-UP: An arcade-style game designed to help children identify and read letters and numbers. **Ages 3 to 8**

ALPHABET FACTORY: Robbie the Robot and his helper Topper guide the child in learning the alphabet. **Ages 3 to 8**